

# INSTRUCTIONS

How To Use:

1. Select Your Figure - Select one or more figures/props/bones in the Scene tab. Hold Ctrl to select multiple. After that, click on the "Parameter Manager" icon.
2. Filter by Type - Modifier/Pose - Posing (e.g. Pose Controls, Bend, Twist).  
Modifier/Shape - Morphs (e.g. Face, Body, custom characters).  
Material - Surface settings (e.g. Glossy, Opacity, Color).  
All - Everything (thousands may be included, so be careful with this option).
3. Filter by Group (Optional) - Type keywords like actor, general, pose controls, head, arm...  
Use Include to show only matching groups.  
Use Exclude to hide groups with keywords.  
Use Match All Keywords to match all Include/Exclude keywords.  
Click Preview Matching Groups to see what's included.  
E.g. - For modifier/pose, if you type: "pose, hand" in the Include field and check the "Match All Keywords" option, you will get Pose Controls (Left Hand) and Pose Controls (Right Hand).
4. Filter by Parameter Name - Type keywords like scale, iris, puff, left, bodybuilder, eye...(or whichever word the names of the parameters may include).  
Use Include to find matching parameters.  
Use Exclude to skip unwanted ones.  
Use Match All Keywords to match all Include/Exclude keywords.  
Click Preview Parameters to see exactly what will change.

5. Choose Action -  
Reset Parameters - set all selected parameters to their default values.  
Set Value to: - Input widget will appear below. It will change based on the parameter type:
  - Number (morphs, scales): Enter 30 for 30%.
  - Color: Click the color box - pick a new color.
  - Dropdown (enum): Choose from list (e.g. Scatter Only, Scatter Transmit...).
  - Checkbox (bool): Check = On, Uncheck = Off.If the selected parameters have mixed types (e.g. one is numerical, another is color...), the input is disabled - but you can still use the Reset Parameters option.

6. Click "Accept" to Apply.

Changes are undoable with Ctrl+Z. Make sure to always preview first!

## WARNING: ERC & Geograft Safety

When setting the values, this script automatically skips the ERC-controlled parameters (slave morphs) when their controller is also being set (e.g. Michael 8 - controller, Michael 8 Head and Michael 8 Body - controlled).

However, if you select both a parent and child node, and try to set the same controller twice, it may cause double values on controlled morphs.

E.g. if you set the Michael morph to 30%, the controlled parameters Michael Head and Michael Body will also be set to 30%, but if the "Include Children" option is checked and you have a genital geograft attached to your character or some other fitted child node, depending on the type of the child node and how it was created, it may get 60% on its Michael morph sliders.

Solution: Only select the main figure (filter out the fitted children with exclude keywords, or uncheck the "Include Children" option).

Always use the Preview lists to verify before applying!

NOTE: In the upper part of the window, under the types, you can find the "Include Children" scope controlling option.

This option allows you to select the root of the figure and be able to find and affect the groups/parameters on children bones/nodes. However, checking this option does not mean that if you input "hand" as group include keyword all finger's groups will be included.

If you, for example, want to reset the transforms (x,y,z) of both hands and all of their fingers, the fastest way would be to select left and right hand in the scene, then open the Parameter Manager, check "Include Children", write "general" in the include keywords for groups.

If you then preview the list of groups, you will find that both hands and all of their fingers are there.

TIP: Follow these instructions step by step, try playing with the keywords and previewing the lists to better understand how the searches work.

